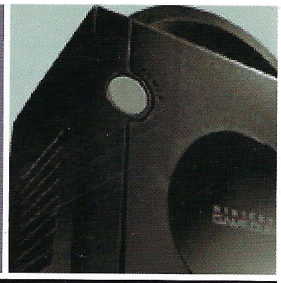
Nintendo®

Jan./Feb. 2004 NSider Magazine Issue #1



Final Fantasy: Crystal Chronicles

only on the Nintendo GameCube

Final Fantasy ranks as the most popular RPG series worldwide. Square Enix intends to expand the gameplay boundaries of its beloved franchise with Final Fantasy: Crystal Chronicles for the Nintendo GameCube.

First Fantasy

For the first time in the United States, Final Fantasy: Crystal Chronicles was playable to an eager public at this year's E3. Nintendo.com spent some quality time with Square Enix's latest opus and can't wait to go back and play some more.

In a daring move, Square Enix has ripped the series from its RPG roots and dragged it kicking and screaming into the action/adventure genre. Gone are the cumbersome random encounters leading to turn-based battles. In its place is a truly awe-inspiring epic unlike any you've ever played.

In a world ravaged by plague, the people depend on a blessed crystal. In order for this crystal to maintain its sparkle and power, Mirula Droplets are constantly needed. Every year, the Crystal Caravan travels forth to collect the precious Mirula Droplets in the darkest, deepest caverns of a far-off dungeon.

The player and as many as three friends must make the vital excursion to save the villagers' lives, traveling through a wilderness overrun by monsters and other perils. Final Fantasy: Crystal Chronicles delivers the stirring story and stunning graphics fans have come to expect from the Final Fantasy series.

All Fo(u)r One

Crystal Chronicles jettisons turn-based combat. Instead, the action is all real-time and takes place in a three-quarter perspective. In its current form, Crystal Chronicles requires four players, but will likely allow for fewer players in future revisions. Unlike many cooperative multiplayer games, Crystal Chronicles does not employ a split-screen system. Instead, players must travel together in a band.

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NINTENDO TOP TEN

NINTENDO GAMECUBE

1. SW:ROGUE SQUADRON III
2. VIEWTIFUL JOE
3. KIRBY AIR RIDE
4. SOUL CALIBUR II
5. SUPER SMASH BRO MELEE
6. TEENAGE MUTANT TURTLE
7. SUPER MARIO SUNSHINE
8. BILLY HATCHER
9. TAK AND POWER OF JUJU
10. LUIGI'S MANSION

GAME BOY ADVANCE

1. MARIO BROS 3: MARIO 4
2. FINAL FANTASY TACTICS
3. POKEMON PINBALL: R&S
4. POKEMON RUBY
5. POKEMON SAPPHIRE
6. NAMCO MUSEUM
7. FROGGER'S ADV: TEMPLE
8. DONKEY KONG COUNTRY
9. PAC-MAN COLLECTION
10. MEGA MAN ZERO 2

(Source: October TRSTS data)

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Metroid: Zero Mission

coming to the Game Boy Advance

Nintendo goes back the the distant future to explore the full story of bounty hunter Samus Aran's battle against the Mother Brain and the Space Pirates of Zebes on the GBA.

Aran's Origins

She's battled baddies on nearly every Nintendo system, cleaned house in the Super Smash Bros. series and recently blasted off for heroic adventures on the GCN (Metroid Prime) and the GBA (Metroid Fusion). This February, Samus Aran will return to her roots and relive the story that started it all—revealing for the first time, full details of her meeting with the Metroids. The plotline will be familiar to longtime fans of the Metroid series, but the challenges are new, the power-ups are plentiful (taken from several games in the series) and the graphics are sound are supercharged. Plus, if you thought that the original Metroid had a surprise ending, wait until you get past the Mother Brain in Metroid: Zero Mission. A new twist provides a deeper adventure than ever before.

Space Oddities

Sent to Zebes to investigate rumors of a deadly alien species, Samus meets her match in the form of the mysterious Metroids - energy-sapping creatures that emerge from an oversized cerebrum beneath the planet's surface. Samus

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Final Fantasy: Crystal Chronicles

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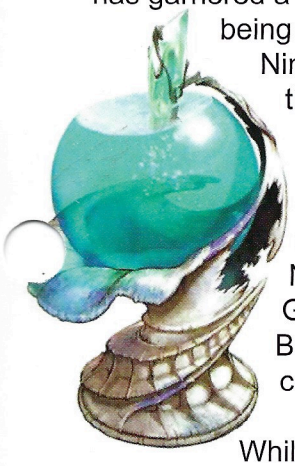
Complicating matters mightily is the poisonous cloud that blankets the world. The only thing protecting you and your friends from atrophy is a magic crystal that generates a small force field. Should any member of the group leave the protected circle, they'll be fully exposed to the hazardous fumes.

Control Yourself

Final Fantasy: Crystal Chronicles has garnered a lot of attention for being Square Enix's first Nintendo GameCube title. More importantly, Crystal Chronicles creatively exploits Nintendo GameCube/Game Boy Advance connectivity.



While Crystal Chronicles is fully playable with the stock Nintendo GameCube Controller, players are encouraged to break out those Nintendo GameCube Game Boy Advance Cables.

Players can use their Game Boy Advance systems to control their character data and view character information. Some clues may only be available to one, two or three players, who will have to share the information they receive on their personal game screens.

Due to the limited number of Game Boy Advance buttons, Crystal Chronicles employs a simple yet effective control scheme. You can cycle through your attack and spell abilities with the L and R buttons.

Pushing the A Button will activate whatever ability you currently have selected. When using standard attacks, holding down the A button allows you to charge up an attack. Both offensive and defensive spells can also be powered up.

There's no "I" in Teamwork

While much of the gameplay involves hacking and slashing through colorful monsters, Crystal Chronicles is essentially about teamwork. Remember the magic crystal that protects your party from harm?

It works like a charm, *but* someone has to carry it wherever you go. This wouldn't be such a big deal, except that whoever carries it isn't able to attack or defend.

Since one person is basically responsible for the movement of the group, the rest are responsible for keeping that person alive and well. On more than one occasion, we were howling at the crystal bearer to move in one direction while we ran about casting healing spells.

Final Thoughts As you might imagine, Square Enix is being very secretive about this new title. Final Fantasy: Crystal Chronicles embodies the strategic game play and artistic qualities of its predecessors while daring to venture into unexplored territory. Keep Nintendo.com bookmarked for future updates on this richly anticipated new game.

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NINTENDO GAMECUBE
FINAL FANTASY CRYSTAL CHRONICLES

Here's an exciting way to get a FREE Nintendo GameCube Game Boy Cable! Go to your local retailer* and reserve your copy of Final Fantasy: Crystal Chronicles, which releases February 9, 2004. Instantly, you'll receive a FREE Nintendo GameCube Game Boy Cable.

**This pre-sell offer good at participating accounts only.*

Metroid: Zero Mission

(continued from page 2)

isn't the only traveler searching for the Metroids. A band of Space Pirates has touched down to extract the curious creatures and use them as weapons. Samus must thwart the pirates, but they are wily and will prove to be more trouble that Samus expects.

Sound and Fury

Although Metroid: Zero Mission's story is rooted in an NES classic, the game's graphics and sounds are pure GBA. If you're playing with a Game Boy Player on your GCN, the starscape background blends perfectly with the sci-fi setting. Beautiful backgrounds, intricately detailed characters and sharp cinema scenes are a wonder to behold. The music is dark and creepy, too - great to listen to with stereo headphones. The reimagining of a classic does the original proud with phenomenal gameplay, intuitive control, stunning animation and an overall presentation that keeps you glued to your GBA.

RELEASE DATES

For a complete list of NINTENDO GAMECUBE & GAME BOY ADVANCE games, go to www.nintendo.com

PUBLICATIONS
Feb. Nintendo Power 1/04
March Nintendo Power 2/04
Final Fantasy Crystal Chronicles Player's Guide 02/2/04
Pokémon Colosseum Player's Guide 3/15/03

GAME BOY® ADVANCE
Metroid Zero Mission 02/9/04

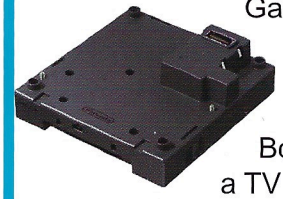
NINTENDO GAMECUBE™
Final Fantasy Crystal Chronicles 02/9/04
Pikmin 2 Q2 2004
Pokémon Colosseum 3/22/03

Nintendo GameCube Accessories

Nintendo GameCube Controllers
The Nintendo GameCube Controller provides the crucial connection between the player and the game. Two analog Control Sticks, built-in rumble feature and flawless ergonomic design. Up to four players can play at the same time!

Nintendo GameCube WaveBird™ Wireless Controller
The Nintendo GameCube WaveBird Wireless Controller uses revolutionary RF technology that allows people to play their Nintendo GameCube game from anywhere in the room. Up to four WaveBird controllers can be used at the same time. Also comes in Platinum color!

Nintendo GameCube Game Boy Player
When connected to the Nintendo GameCube, the Nintendo GameCube Game Boy Player allows people to play more than 1,000 games designed for the Game Boy, Game Boy Color, and Game Boy Advance on a TV screen.



Nintendo GameCube Modem and Broadband Adapters
These devices allow players with an existing internet connection to connect their systems to play specially designed games online.

Nintendo GameCube Memory Card
The memory card is an information storage device ised to record information like game progress and high scores. The memory card is available with 59 and 251 blocks of storage.

Nintendo GameCube Game Boy Advance Cable
This cable connects a Game Boy Advance and Nintendo GameCube to exchange data or provide special features.